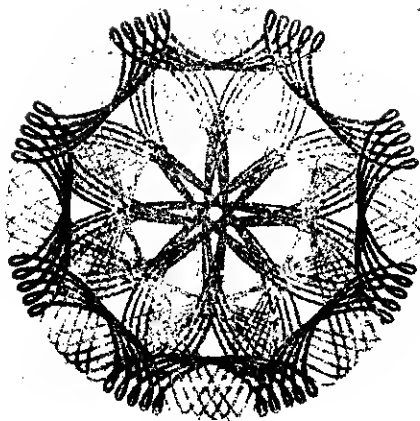


LIAISONS

DANGEREUSES

54



There are Game Openings in Liaisons Dangereuses For novice players only. Game fees are; \$6 for North American Players via Surface Mail (Includes a subscription)
\$8 for North American Players via Air Mail (Includes a subscription)
\$11 for non-North American Players via Air Mail (does not include a subscription)
Subscription rates; 8/12 Surface, 7/12 Air, 5/12 Foreign Air

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Other demonstration games..... In HOOSIER ARCHIVES (DIPLOMACY WORLD) the current demonstration game has just reached Spring 1902. For those of you who may be interested here is that season.

Austria, Lokofka/5/ A TRI(S) a vie-TYO, a bud-SER, F GRE(S) a eer-BUL
England, Rocamora/4/ A NWY-stp, F NTH(S) f lon-ECH, f mao-port/d..../
France, Holcombe/4/ A PIC-burg, A MAR-burg, F PORT(S) f bre-MAC
Germany, Brooks/5/ f ber-BAL, A KIEL-den, f hol-BEL, A MUN(S) a bel-BURG
Italy, Birsan/4/ f nap-ION, f tun-WES, A PIED-mar, A VEN-tri
Russia, Pitsch/6/ F SWE-den, F STP N-mwy, a mos-LVN, A URK-sev, F SEV-bla, A HUM(S) AUS
a ser-BUL
Turkey, Cockrell/4/ f smy-AEG, F ANK-bla, A CON(S) a bul, a bul(p) Rus A HUM-ser/nso/d..../

Interesting, isn't it?! For a subscription to DIPLOMACY WORLD, photo offset, with analysis by Rod Walker, 36 pages, quarterly, only \$3.00! Walter Buchanan, RR3, Lebanon, Ind. 46052

ROGUES" GALLERY '75 update through EVERYTHING 20, 1 March 1975 for 470 games.

Country	Wins	Pts.	W.	Draws	Avg.	Surv.	Avg.	Elim.	Surv.-	Wins&	Grand		
			pts.	D.	Draw	Pts.	S.	Pts.	E.	Elim.	Draws	Total	
Austria	47	12220	48	4410	91.87	111	3271	29.46	264	-6130	-2858	16630	13771
England	48	12480	69	6447	93.43	172	4999	29.06	181	-3480	+1519	18927	20446
France	48	12480	62	5504	88.77	197	5190	26.34	163	-4130	+2063	17934	20047
Germany	49	12740	55	4914	89.34	134	2993	22.33	232	-4655	-1662	17661	15999
Italy	35	9100	54	4642	85.96	170	4062	23.89	211	-4190	-118	13472	13614
Russia	77	20020	45	4330	96.22	129	35.21	27.29	219	-4440	-919	24350	23431
Turkey	55	14300	63	6584	104.50	166	5224	31.46	186	-3700	+1534	20884	22408

28 games are added; 1968bk, 1970k, ae, ap, 1971 ex, bg, ca, dv, dz, 1972 l, m, t, bl, cf, cw, db, do, dq, dr, dy, ee, ek, el, em, ga, gb.

An additional 25 games have been completed but not reported (due to space limitations) and will appear in EVERYTHING #21. These are; 73 e, ax, bl, bo, bs, by, db, di, dk, dl, dn, ds, ej, gk, gs, gz, ha, hx, ip, iv, ix, 74 k, m, bb, ck. Record information is sought on 1969A, 1971 Ay and 1973AP.

EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT DIPLOMACY (but had better sense than to ask) is edited by the Boardman Number Custodian Mr. Douglas Beyerlein, Hydrocomp, 1502 Page Mill Rd., Palo Alto Calif. 94304. Questions on finished games etc. should be directed to Doug. The publisher for EVERYTHING is John Weswig, 2115 NW Elder St., Corvallis, Ore. 97330. Trades should be directed to Doug. Subscriptions (10/\$4 photo-offset or a damn good Xerox) should go to John.

EVERYTHING carries a complete list of all new Boardman Numbers assigned along with the listing of magazine, publisher and country assignment. It also holds the results of completed games in the form of a supply center chart for each completed game.

E.g.:

1968BK Magazines; Verbal Chaos Limited (McDuffie to F09); MU (Schleicher to S13); ADAG (Naus). Players; A-Conrad VonMetzke (res S03), c.d. (put S04). E- Sid Jolly (res F12), Conrad von Metzke (dro S15, Arnold Vagts (draw F16), F- Bill Hoyer (dro F12), Michael Lariton (draw F16), G. Lewis Ritter (res S03), c.d. (out S05), I- Hal Naus (res S03), c.d. (out F06). R- Scott Duncan (dro F09), W. Gerald White (dro F13), c.d. (out F16). T- Gary Gygax (dro F11), Len Lakofka (draw F16).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Austria	5	5	1	-												
England	4	5	6	7	7	7	8	8	9	9	8	8	11	12	11	14 draw
France	6	6	9	9	10	9	9	8	8	9	11	10	11	14*16	14	draw
Germany	3	3	3	1	-											
Italy	4	4	2	2*	1*	-										
Russia	6	6	7	8	9	10	9	9	8	7	5	6*	1	1	1	-
Turkey	4	4	6	7	7	8	8	9	9	9	10	11	11	7	6	6 draw

On occasion articles about ratings will appear. The magazine is a must for all serious Diplomacy players.

Note; A shorthand method of noting the game would be;

A E F G I R T Win/draw (in order)

1968BK -4 14 14 -5 -6 -16 6 Vagts 1 1/2, Lariton 4, Lakofka 5 1916

This notation gives game #, centers held at the end of the game or year of elimination, winner(or drawers) #of game years played if not the original player of record, the game year in which the game ended. I have dubbed this TERMINAL SHORTHAND and will appear (one of these bright sunny days--I think).

the BOARDMAN NUMBERS rerevisited.

Many of the newer players in the hobby may wonder about the origin of the Boardman Numbers and how they have been perpetuated for these many years. In Speculum #13/14 and EHREWON 85 reference is also made to the Boardman Numbers (see reviews of these later) and thus the reprint of an article on the history of the Numbers, and also the point of controversy in SPECULUM & EHREWON, seems quite timely.

"Out of the Archives #21"--((Introduction to the article below appeared in HOOSIER ARCHIVES #58, 12 February 1972)) "Rod Walker, recognized by many as the dean of Diplomacy writers, also happens to be a professional historian. Add this to the fact that he is the current custodian of the Boardman numbers and you can see that there is no more qualified author for the article below. ...the original article appeared in FOREIGN OFFICE REPORT, a new South African Dippy zine by Bernie Acherman...."

A SHORT HISTORY OF THE BOARDMAN NUMBERS

by Rod Walker

The first postal Diplomacy game began in 1963 under John Boardman, the editor of GRAUSTARK. Even in those early days, Gamesmaster Boardman set standards for the reporting of his game which would put some American Gamemasters to shame now, nine years later. This first game was for a short time the only postal game in the world, so there was no need to differentiate it from any others. In GRAUSTARK #11, however, John announced that a second game was under way, being run by Dave McDaniel in RURITANIA. In so doing, John took a step for which, as we will see, there was no need, and yet, as we will also see, was extraordinarily foresighted.

John declared that he would number postal games on the same basis as new comets are numbered; the year of sighting plus an alphabetical designator. In this case, he would use the year of beginning. Thus, the GRAUSTARK game was 1963A, and the RURITANIA game was 1963B. It is that declaration, on 23 October 1963, which laid the basis for the Boardman Numbers, still in use more than 8 years later.

Why do I say that there was no need for this system? The early concept of postal Diplomacy was one of quite limited numbers of people being involved. Boardman had in fact not been able to obtain 7 players for his own game and had begun a 5-man game under the then-current rules. For some time, GRAUSTARK could publish complete address lists for all postal players and rather complete reviews of completed games, since there were only a few dozen of the former and a handful of the latter. Therefore, anyone who was interested could subscribe to all of the very few postal 'zines then published and follow the games directly without any strain. Furthermore, the earliest concept of a postal 'zine was that it would carry only one game. For instance, when Boardman opened a game while a game was still active in GRAUSTARK, he also started a new 'zine for it, FREDONIA. It was thus possible to speak of "the GRAUSTARK game," "the WITDIP game," "the TRANTOR game," and so on, with perfect clarity. Everybody would know what you meant.

Neither of these two situations remained true for very long. Within a few years, postal Diplomacy underwent a rapid expansion. Very few games began in 1963 or 1964, but in 1965 the Boardman Numbers reached 1965W, in 1966 they reached 1966BP (starting all over from "A" each year, of course), and in 1968 we reached 1968CK. This was the record until 1971, which reached 1971EK. ((1971EN because of games discovered in early 1972 as having begun in 1971. LWL)) As the games increased, so did the number of people playing them, so that it was no longer an easy matter to keep track of games or players, as it had been in 1963 or 1964, or even 1965.

Furthermore, the single-game 'zine died almost as soon as it was born. Game 1964A ended after 6 game-years, and Boardman organized a new 7-man game. It began exactly when 1963A ended. (Note: It began in 1963, but is 1964A, since Boardman assigned numbers on the basis of Spring 1901 deadline date. This policy was later changed, so that the date of the game's announcement is now used as the criterion as to what year the game begins.) But John did not start a new 'zine. The new game ran in GRAUSTARK, so that there were now two, "GRAUSTARK games," the old one and the new one. Then in the Fall of 1964, Charles G. Bramman of Los Angeles really upset the applecart by bring out WILD 'N WOOLY. WNW would have not one game, or a series of games

one after the other, but several games at once! It would not be possible to speak of "the WILD 'N WOOLY game" with any precision. The need for the Boardman Numbers quickly then became manifest.

As a side note, Dan Brannan himself had a scheme for numbering games. He proposed the same scheme idea as Boardman's, but having a unique alphabetical designator for the 'zine involved, followed by a designator for the game given in the order the game begins in the 'zine. Aside from the obvious clumsiness of this, it presupposes, there will be no more than 26 'zines, and there are more than twice that number now.

As the number of games rose, GRAUSTARK HAD A PROBLEM. If the 'zine went over an ounce, it would become too expensive to maintain. Even though it appeared every two weeks, the 'zine still did not have enough room to contain the new listings, changes, and the completed game resumes which would ultimately arise. Eventually, John felt it necessary to ask someone else to take over the obligations of the Boardman Numbers.

In September 1967, Charles Wells became the second custodian of the Boardman Numbers, publishing the relevant data in his excellent (but unfortunately now defunct) gamezine, LONELY MOUNTAIN. It was under Charles that the Numbers achieved very nearly their present format. Charles instituted two important improvements. First, he no longer listed games which obviously were not regular games. Team games (where several countries were in permanent alliance--usually two teams of 3, with or without the 7th power played independently) were the rage in 1965-66, and received Boardman Numbers. With the institution of Miller Numbers for variant games, there was no further need for this. Secondly, Charles instituted the use of a prefix (#) to denote games which, while more or less regular in appearance, were in fact not quite so. Thus, my #1970E, for instance, is a 5-man game instead of a 7-man game, #1970BQ was a "local" or "telephone" game (in this case, with deadlines 7 days or less apart), and so on.

In March 1968, Charles transferred the Numbers to John Koning of sTab. John published them, much as Charles had, for a little more than a year, until July 1969. Scheduling difficulties then caused a lapse in John's publishing.

In October 1969, when sTab had not appeared for three months, I called John and asked him if he would like me to take up the job of the Numbers. He said that he did, and I have assigned them for a little more than 2 years.

The Numbers appeared (and still appear) in NUMENOR. That was intended to be a gamezine as well, but soon got so huge as to be unmanageable. It was broken up, and the NUMENOR segment now contains the Numbers and related data, plus other statistical things as there is room.

Thus, from a little idea involving only 2 games, the Boardman Numbers have grown to a project requiring the facilities of an entire magazine. In the process of administering the numbers, I have noted the following policies carried over from previous custodians, and which I continue to follow;

1. The Boardman Numbers are not connected with any organization; they are an independent entity.
2. Boardman Numbers are assigned to all postal Diplomacy games which use the GRI board and rules and which are not manifestly and obviously variant games.
3. There is no connection between the Numbers and the criteria established for any rating system. (In the specific context, my own. Numbers are assigned to a great many games which I won't include in my ratings.)
4. The Boardman Numbers are the sole responsibility of the custodian, acting on behalf of postal Diplomacy generally. If he is unable to discharge that responsibility, he must make suitable arrangements for the transfer of the Numbers to a new custodian.

And that's it. See what happens when you ask for a "short note"? -----
To complete the story and bring us up to date. Rod continued Numenor until August of 1972. The Numbers were then transferred to Conrad VonMetzke who published EVERYTHING beginning with 1 September 1972 and ending with EVERYTHING 18 on 26 April 1974. Many personal problems then appeared for Conrad and after a period of indecision the Numbers were transferred to Doug Beyerlein in October of 1974. Doug has continued the title EVERYTHING with issues #19 & 20 for 1 January 1975

March 13, 1975

and 1 March 1975 with John Weswig acting as publisher. This is the first time that the material is collected and edited at one cite and then distributed from another. Thus far this is working alright. See page 2 for subscription information.

Magazine notes;

On March 29, 1972 I published (what may have been) the first poll of players on the quality of Diplomacy Magazines. Later in 1972 (Oct. 29) I updated and changed the format of the survey. These brief comments are being made because feedback on magazines has not been forthcoming from the players except by letters to editor or by reviews of magazines in other publications. It seems that it is time to revive this survey concept but it would require some syndication.

I have enclosed a copy of the NORTH AMERICAN DIPLOMACY PLAYER'S SURVEY #2 with this issue and I would hope that others might be interested in doing the magazine survey. I would like some feedback from publishers on this and if there is some accord then the survey would appear in LD 55.

Currently the best reviews of 'zines I have seen appears in SPECULUM (Dave Kadlecak, 1447 Sierra Creek Way, San Jose, Calif. 95132 10/\$2 or \$2.30 air Mail). Dave includes reviews on 25 magazines, some interesting letters to the Editor, an article on convoy rulings and information on Diplomacy Variants. Recommended.

CLAW & FANG is also an interesting game zine with occasional bits of incite and wit by its editor Don Mensa Horton, 16 Jordan Ct. Sacramento, Calif. 95826 (10/\$2). ((Insight too)) Some interesting articles on Game theory have appeared in #46 & 48.

EMERSON 85, compliments of the good fairy, is still the best purple passion zine in the hobby. Rod Walker, 1273 Crest Dr. Encinitas Calif. 92024 10/\$2 I believe. The current issue contains the monthly expose, some comments on Palestine, over-population and Rating Systems. We loves it Brenda!!

And now for those of you who are turned on by whips and water sports--da games.

1971 EK--All players conceded to Germany. Supply center chart appeared in LD 53.

1971EK A-13 Katzive 3 $\frac{1}{2}$, Fujihara 8 $\frac{1}{2}$, c.d.//E+2 Brackman 9, Tom McCarthy//F-11 Converse 5, Lewis 3, c.d.//G+1? wins Blandin 7 $\frac{1}{2}$, Tom Keller//I+2 VonMetzke 2, Leahy 1, Hendry//R-4 Hail//Turkey +13 Cleaver.. 1913 voted concession to Germany.

1972 BS, the Fall of 1912

Austria, Greer; owns; ~~///~~, bud, vie, ser, rum, sev, ~~///~~, war, ~~///~~, ~~///~~, ~~///~~ 6-9-3

A VIE(S)a tri, a tri(a) A VIE/d.../, A TYOS(a) a ber-mun/d.../, A SIL(S)a ber-mun, a bul(a) A RUM /d..../, A RUMS(a) a bul, A SEV(S) A RUM, A UKR(S) A SEV

England, Keller; owns; lvp, lon, edin, bel, nwy, hol, stp, MOS, BER 9=7+2

A RURH(S) GER A MUN, A LVN(S)a stp-MOS, F BAL(S)a kiel-BER, f nwy-STPN, F NTH H Germany, Osmanson; owns; swe, den, par, kiel, MUN 5=3+2 (no room)

A BURG(S) A MUN, A MUN(S) Eng a kiel-BER, a den-KIEL

Italy, Chin; owns; port, bre, bul, gre, rom, ven, nap, tun, ank, mar, smy, spa, tri, CON 14=12+2 F ADR(S)+A ALB(S)a ven-TRI, A GRE(S)f con-BUL S, a pled-VEN, F ION H, f ank-BLA, a smy-CON, F SPAS H, f wes-LYON

AUSTRIAN POSITION CRACKS WIDE OPEN!

IS IT TIME FOR EVERYONE TO ALLY AGAINST ITALY THE WAY THEY DID AGAINST POOR AUSTRIA??

The deadline for the Winter of 1912 dependant on the several retreats is by 4PM on Wednesday April 2, 1975

"Iger!" he shouts. "Is there any reports from my spies? If there isn't I'll skin them alive. you wish that?" ((c) 1987 by))

March 14, 1975

"Aye Sir Aye, er Yes Aye Sir, er Yes, Sir." grumbled the hunchback as handed Aye several thin sheets of paper and tried to sneak back to his bellfree.

"Leesee," mumble Aye, as he got lost in the reports. "the credentials of this barbarian, I." "La Bear" licks lips. Pirate, 15 years behind bars,--I wonder what kind?--impersonator until caught by Van Gogh--something about cutting off his year, sentenced to death twice, made head of state after 11 mysterious disappearances, etc. etc."

Just my kind of man! Igor! Out of that Damned bellfree. We're off to visit his little country. IGOR!!"

to be continued? Dare we hope?
1974 HW, the Spring of 1902

Austria Verheiden/3/ A BUD(S)a ser-TRI, f gre-buls/d..../

England, Vagts/5/f edi-NTH, A LON H, f nwy-SWE, f nth-SKA, A BEL H

France, horton/4/f bre-MAO, f port-SPA S, a gas-PAR, a MAR H

Germany Tilson/5/ A SIL(\$)\$ a ber-PRU, A MUN(S)A SIL, F DEN-bal, a hol-KIEL

Italy. Birsauron/5/a tri/s/Rus A GAL-bud/nso/d..../,f nap-ION,a ven-TYO, f tun-WES,APIE-mar

Russia, Johnson/6/A GAL(S) a WAR-sil, a mos-LVN, F BOTH-bal, F RUM H, a vie-BOH

Turkey, Pitsch/4 A CON(S) A BUL, F AEG(C)+A BUL(S) a smy-GRE

The Deadline for the Fall of 1902 is by 4PM on Wednesday April 9, 1975

[illegible]

Above is a value grid for the pieces on the board. Determinations are these;

- +1 for every piece on the board owned by your country
- +1 for every piece in a center, other than your own, on a spring season
- +1 for every piece adjacent to a center you do not own
- 1 for each of your own pieces in one of your own supply centers or in your own country
- 1 for every piece of a foreign power in one of your supply centers in the spring season
- 1 for every enemy piece adjacent to one of your owned supply centers
- + .75 for every enemy home center captured on the current fall season
- .75 for every home center lost during the current fall season.

This system will give some indication of potential and of threat in the Spring Season and of outcome in the Fall/Winter Season.

Analysis:

--Russia has executed a beautiful little stab on Italy by forgetting(?) to attack Bud. Italy can return the favor by retreating to Vis. The only problem with this is that such a stab, so early in the game, could work against Russia more than it will help her in the long run. The shift to Boh has no meaning versus Austria. Were Russia to attack and kill Austria, the Attack on Bud would have been correct. The change in priority versus Germany is ill fated if England stays with Germany.

--France is not being beset by Germany or England but I guess he's not being told this because A Gas-Par is of no avail versus the Italian threat. From Gas Spa could be effected while still protecting Paris and Brest. Where is the advantage?

March 14, 1975

--England has tied up Scandinavia with a bow and the convoy to Norway (or Sweden) will be the final touch to make StP a British protectorate. England seems to be using the BEP cautiously and not putting pressure on France. In the long run this is an investment in the French Centers. Better English later than Italian now! England CAN stab Germany but the profit is not there! Let Russia get hurt and Turkey grow for a few years. There is better long term gain there.

--Austria's recapture of Tri is unsure as the Austrian house of cards can fall apart with attacks on Bud, Ser and Tri. If Italy retreats to Ven, which would not be Birsauron Style, then Austria some play and can be an effective Turkish puppet. Who else would want him?

--Italy has a minor problem in the Tri situation. A TYO(S) A VIE, A PIED-VEN covers nicely but then the move a Mar-Pied! could be made and France could be out of the woods. Since France now has Spain, a Fleet in Mar would cause Italy's position to go downhill.

--Germany can exercise a fair amount of Diplomatic stress in Fall 1902. Since Munich is safe (and England would be foolish to stab Germany) and Warsaw is under threat we find a strong healthy Germany dealing with the backstabbers of poor Austria. Both the Pope and the Czar will be trying to hide the bloody knives and be friends with the Kaiser. It could become a sore point over who should get Vie, Bud and Tri with Warsaw under fire, France coming back to life and StP placed in jeopardy.

--Turkey has the easiest game so far. F Alb, F Ion and F Rum are all that can harm him and all 3 are of different nationalities! Turkey has Greece locked up and can continue versus Serbia. One or two new Turkish fleets will cause the Pope and the Czar even more heartaches!

At the moment I suppose I can give odds for a win. We know that from past games the odds of a win by each of the great powers were;

Austria 7.7:1, England 7.5:1, France 7:1, Germany 6.9:1, Italy 10.3:1, Russia 5.1:1, and Turkey 6.3:1. (I won't count EVERYTHING 20 results as yet because other games are yet to be added.) In this game I'd give these odds;

Austria 30:1, England 2.5:1, France 8.5:1, Germany 7.5:1, Italy 9:1, Russia 9.5:1, Turkey 3:1

-30-

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2, 3, 4 + 5

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